



F-22 LIGHTNING 3

VOICE-OVER-NET MANUAL

REVISED*

VOICE-OVER-NET

Game Options	2
Using Voice-Over-Net	3
Expanded Status Display	4
* Keyboard Commands	5
* Revised Keychart	6
Troubleshooting	7
NovaLogic Technical Support	8



VOICE-OVER-NET

Welcome to the NovaLogic Updated Voice-Over-Net documentation. Voice-Over-Net is a built in voice communication system for use on NovaWorld. The set up is simple and can be done entirely while in F-22 Lightning 3. All you will need is a Full-Duplex sound card and a microphone plugged into the Mic In (not line in) jack of your sound card. Note that a Half-Duplex sound card will allow you to hear other players, but not talk.

After plugging in your Microphone (make sure it is in the Mic In and not the Line In input), start F-22 Lightning 3 and click on Options.

GAME OPTIONS

The **Options Menu** allows you to set up your microphone for Voice-Over-Net. In most cases, you will not need to adjust any settings in Windows 95/98.

VOICE-OVER-NET - Set to "Enabled" if you want to use the Voice-Over-Net feature. Disabling will not allow you to transmit or receive voice messages or access the Voice-Over-Net interface.

RECORD VOLUME - This slider bar is used to set the sensitivity level of your microphone. If people are having a hard time hearing you, try increasing this level. If you are frequently peaking, or reaching a maximum volume level, in the red, you may want to adjust this bar down.

CHECK RECORDING LEVEL - When you press "Check Recording Level" begin talking normally for five seconds. The computer will automatically playback the audio you just recorded. If you are not satisfied with the levels (see VU meter on the next page), adjust the Record Volume option.

DUPLEX MODE - In "Full" mode, you will be able to transmit and receive voice messages (if you have a Full-Duplex soundcard). If you do not have a Full-Duplex soundcard or if you do not wish to send voice messages but you would still like to receive them, select "Half".

AUDIO CUES - Many Voice-Over-Net system text messages are accompanied by an audio cue to draw your attention to them. Disable this option if you do not wish to hear those alert tones.

MIC CLICKS - Similar to that of a walkie-talkie, an audible click will play before and after all incoming messages if you enable this option. Disable if you do not wish to hear these clicks.


VOICE-OVER-NET VOLUME - This slider bar is found in the **Audio Options Menu** and allows you to set the speaker volume for incoming voice messages. This does not have any effect on your microphone recording levels.



USING VOICE-OVER-NET COMMANDS

BRIEFING NOTE: Upon starting or joining a game, all players will be defaulted to “muted” to eliminate unwanted conversation. Unmute those players that you want to talk to.




1. SELECTED PLAYER - This shows who you are currently set to talk to and their player number (as seen on the player list with the  key). Use the **Insert** and **Page Up** keys to cycle back and forth through the list of players. The “muted” icon will appear after the player’s name if you have muted them. Use the **Delete** key to unmute a player or the **Control Delete** key combination to mute the currently selected player. If their name appears in red that means that they have muted you. In RAW games, you can only select players on your own side to talk with.

2. RECORDING LEVEL - This bar indicates your current recording volume exactly as was set in the **Options Menu**. Use the **Control Page Up** and **Control Insert** keys to adjust this level up and down respectively.

3. VOLUME UNIT (VU) METER - When you speak, this bar will display your current voice levels. Your optimum range should be in the yellow area. Going in to the red indicates that you are in danger of having your speech clipped (cut off). If all three red boxes are lit, then you are speaking too loudly and your message won’t transmit. Be careful to judge your vocal range so that normal talking and excited yelling fit within the yellow area. The bar will also indicate your peak level (maximum volume level reached). After you speak the top bar you reached will remain lit for a moment to show where you are peaking.

4. INCOMING MESSAGE - This line appears when someone is talking to you. The “Recv” light blinks when audio packets are being received (i.e. someone is talking to you). A few seconds after the message ends this part of the window will automatically close. You can reopen it to display the last person to contact you with the **Page Down** key combination.

EXTENDED STATUS DISPLAY



By pressing the  key combination, you toggle the Status Display settings between off/standard and expanded display. In the extended display, you will be able to see a list of players in the game. Use the scroll bar on the right side of the display to view all of the players in the game. If the speaker symbol next to the player's name is crossed out with a red line, it means that you have muted that player. All players that have muted you will appear in **red** letters. Players with **green** names will be able to hear voice messages sent by you if you have selected them.


USING THE MOUSE


You may use the mouse to select players from this list, mute players and slide the Recording Level. The Left Mouse Button is used for selecting players and the Right Mouse Button mutes or unmutes that player. If you click on the MUTE ALL button at the bottom of the Status Display, all speaker icons will be crossed out and no one will be able to send you voice messages. Clicking on UNMUTE ALL will allow anyone to transmit to you at will.





KEYBOARD COMMANDS

 - **Next Player** - This key will select the next pilot on the player list to receive your outgoing voice messages. Press the  key to see the complete list of players in the game and their unique pilot numbers.

 - **Previous Player** - Pressing this key will cycle the player list in reverse for your outgoing voice message.


 - **Unmute (monitor) Player** - Press this key to be able to listen to a player who was previously muted. Note that all players begin the game muted.



  - **Mute Current Talker** - When you no longer want to hear voice messages from a certain player, you can press this key to break communication and put them on mute mode. The word “muted” appears next to their name in the Selected Player line.



  - **Status Display On/Off** - The Voice-Over-Net status display will appear in the upper left corner when you press this key.



Pressing it again will make the display disappear.


  - **Extended Display On/Off** - This key switches the Voice-Over-Net extended display on and off.



 - **Break Talker** - To break communication with a player who is talking to you in order to free up your line for another talker, press this key. Unlike Mute, the player can try to contact you again by pressing the Push to Talk button on their end.

 or **Keypad**  - **Push to Talk** - Hold either of these buttons down to transmit a voice message to the currently selected player.


  - **Adjust Record Volume Up** - If people are having a hard time hearing you, try adjusting your Microphone's record level up with this key combination.

  - **Adjust Record Volume Down** - If your outgoing messages are peaking in the red on the VU level meter, you may wish to decrease the mic's sensitivity by using this key.

 - **Display Last Talker** - By pressing this key combination, the name of the last person to send you a voice message will appear grayed out on the incoming message line.

  - **Select Last Talker** - By pressing this key, the last player to send you a message will be selected to receive your outgoing voice messages.

INTERNET ETIQUETTE

NovaLogic does not monitor Voice-Over-Net communication. If you are having a problem with any other player, we strongly suggest that you mute them. When using any form of communication, please be considerate to other people. Using hateful, discriminatory or obscene language will probably get you muted. You can try using text chat (the  key) to ask them politely to unmute you. If they choose to keep you muted, it probably wouldn't have been an interesting conversation anyway.

REVISED VOICE-OVER-NET CONTROLS

<p>PREVIOUS PLAYER</p> <p><i>RECORD VOLUME DOWN*</i></p> <p>Insert</p>	<p><i>STATUS DISPLAY ON/OFF*</i></p> <p>EXTENDED DISPLAY ON/OFF†</p> <p>Home</p>	<p>NEXT PLAYER</p> <p><i>RECORD VOLUME UP*</i></p> <p>Page Up</p>
<p>UNMUTE SELECTED PLAYER</p> <p><i>MUTE CURRENT TALKER*</i></p> <p>Delete</p>	<p>BREAK CURRENT TALKER</p> <p>End</p>	<p>DISPLAY LAST TALKER</p> <p><i>SELECT LAST TALKER*</i></p> <p>Page Down</p>

**REQUIRES PRESSING THE CONTROL KEY AT THE SAME TIME*


†REQUIRES PRESSING THE SHIFT KEY AT THE SAME TIME

TROUBLESHOOTING

I CAN'T TALK WITH EVERY PLAYER

You are limited to talking to one player at a time. In RAW games, you are only allowed to talk with players on your side. Also some players may have Voice-Over-Net disabled in their options menu.


I CAN'T TALK WITH ANY PLAYER

All games start out with everyone muted. Use the Text Chat () to ask a player to unmute you. Make sure you have a Full-Duplex sound card. Check to see that it is set to Full-Duplex in the **Options Menu**. Check the microphone connection to your sound card to make certain it is going into the Mic In jack.

I CANNOT HEAR OTHER PLAYERS, BUT I HEAR OTHER GAME SOUNDS

Check to see that you have unmuted the player. Check the Voice-Over-Net Volume in the **Audio Options Menu**. Check to make sure you have Voice-Over-Net enabled in the **Voice-Over-Net Options Menu**.

I GET A TONE WHEN I TRY TO TALK SOMETIMES

If the person that you are trying to talk to is already engaged in a conversation, you will get a busy signal. Simply wait until they are done speaking or ask them in Text Chat () to break contact with the other person.

I CAN HEAR MY OWN VOICE ECHO BACK TO ME

This usually occurs when the player you are talking to has his microphone too close to his speaker. You are hearing your voice go through his speakers and then back to you through his microphone.

OTHER NOISE IS BLEEDING IN FROM MY CD PLAYER/STEREO

You may need to go into your Windows **Volume Control** to change the settings on any device you have going through the Line In jack on your sound card. Right click on the speaker symbol on your Windows 95/98 **Task Bar**. This will bring up the **Volume Control** window. Select **Properties** under **Options** and click on **Recording**. Hit **Okay** to close this window and uncheck all selected boxes except for your microphone.

I AM BEHIND A FIREWALL

If you're running behind a firewall that blocks Ports 4660-4670, you will not be able to use Voice-Over-Net (many cable modem service providers use such firewalls). Contact your service provider for more information.

I STILL HAVE PROBLEMS

If you are still having problems, you should make sure you have the most recent sound drivers for your sound card. These can be found on the web site of the manufacturer of your sound card. If this does not solve your problems, please contact NovaLogic Technical Support.

NOVALOGIC TECHNICAL SUPPORT

NovaLogic is committed to creating quality entertainment software that pushes the technological envelope. However, this commitment doesn't end when you purchase our games - it's only just begun. NovaLogic's technical support staff is ready to assist you.

INTERNET WEBSITE: <http://www.novalogic.com>

Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates, previews of upcoming products and screen shots as well as the latest on NovaWorld, our large scale multiplayer gaming service. A list of compatible sound cards can be found on the NovaLogic website.

EMAIL SUPPORT ADDRESS: support@novalogic.com

You may also email your questions and comments to a member of technical support at any time. To better assist you, please detail your hardware set-up and be as specific as possible regarding any problems you may be experiencing. If possible, provide a contact number which you can be telephoned at.

TECHNICAL SUPPORT LINE: (818) 878-0325

If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday 9AM to 5PM Pacific Time). To better assist you, our technical support staff member is likely to ask questions regarding your specific hardware setup. Have this information handy. Also, be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

FAX SUPPORT LINE: (818) 880-3448

You may fax your questions or comments to a member of technical support at any time day or night. Be as specific as possible regarding your hardware setup and any problems you may be experiencing.